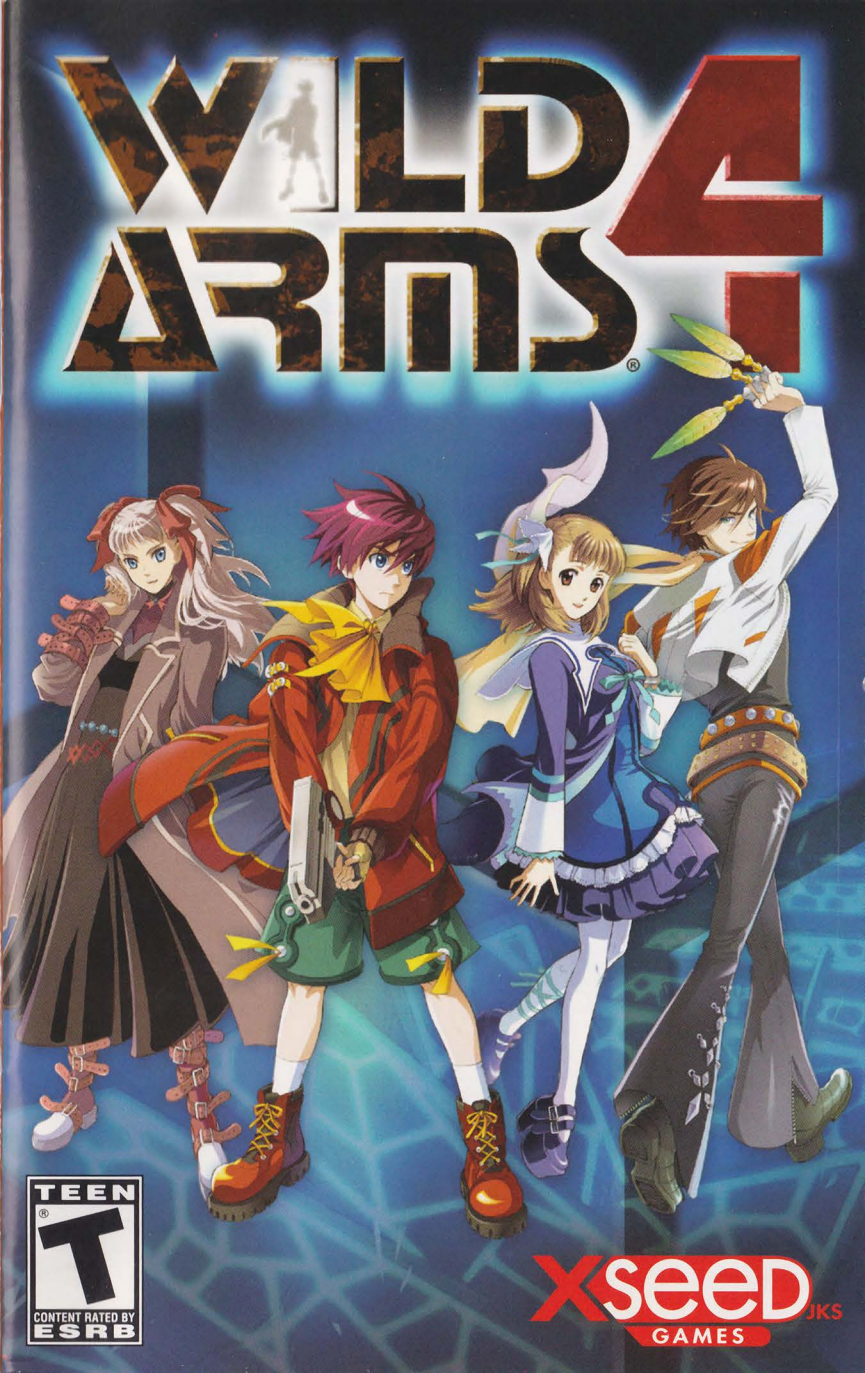
WILD ARMS 4



TEEN
T
CONTENT RATED BY ESRB

XSEED GAMES JKS

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

WILD ARMS 4®

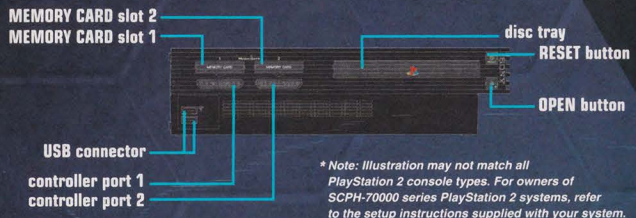
Contents

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PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Wild ARMs®4 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING THE GAME



TITLE SCREEN

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or MEMORY CARD slot 2. Pressing the START button during the opening demonstration or at the Title Screen will bring up the Save Data Management Screen.



NEW GAME

To play from the beginning, select "New Game" on the Save Data Management Screen. A message, "Are you ready to start?" will appear. Select "Yes" and it will take you to the System Setting Screen (see page 15). After adjusting the settings, push the START button and the opening movie will play and the game will begin.



LOAD

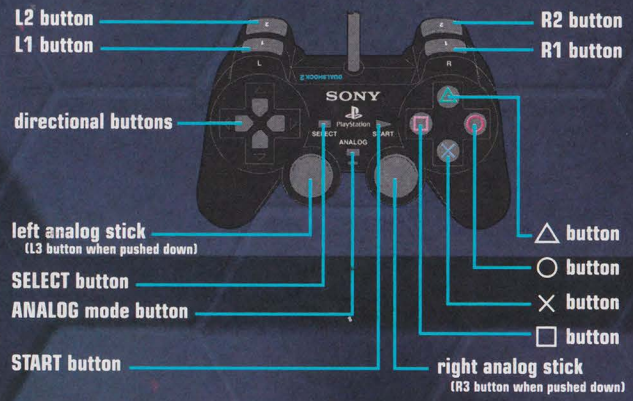
Insert a memory card (8MB) (for PlayStation®2) with the save data in MEMORY CARD slot 1 or MEMORY CARD slot 2 and open the Save Data Management Screen. Select the save data you wish to play and the message, "Load this data?" will appear. Select "Yes" and you will begin from the chosen save point.



CONVERT

You can unlock special items and features if you convert a "Wild ARMs Alter Code: F" save data. Insert a memory card (8MB) (for PlayStation®2) with the "Wild ARMs Alter Code: F" save data in MEMORY CARD slot 1 or MEMORY CARD slot 2 and then select "Convert" at the Load Screen and the save data will appear. After adjusting the settings, push the START button and select "Yes" and the new game will begin.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

	Active Field	Filgaia Map	Battle Screen
directional buttons	Move character/ Select menu options	Move character/ Select menu options	Select command/ Select menu options
left analog stick	Move character/ Select menu options	Move character/ Select menu options	Select command/ Select menu options
right analog stick	Camera zoom	———	View action order
L1 button	Lock-on	———	———
L2 button	Detector	———	———
R1 button	Accelerator	———	———
R2 button	Encounter break	———	———
◎ button	Menu	Menu	———
▣ button	Action button	Save/View badge	———
△ button	Cancel/Jump	Cancel/Move cursor faster by pressing down and moving the directional buttons or left analog stick	Cancel
⊗ button	Talk/Examine/Confirm	Confirm/Switch Maps	Confirm command
SELECT button	Route Tracker On/Off	———	———
START button	Pause/Skip movie	———	Skip battle movie

Jude Maverick has grown up in an isolated village called Ciel, which is completely enclosed in a large sphere floating thousands of feet above the surface of Filgaia. His sheltered world changes forever when he sees the sky "tear" and ships entering his homeland. Upon inspecting the camp site set up by the intruders, he sees something that he has never seen before; a girl. The girl's name is Yulie and she is being held captive by the intruders after being captured by a "Drifter" for hire, Arnaud G. Vasquez.

After the invading army attacks Ciel and brings the whole sphere crashing down, Jude, Yulie and Arnaud join forces to find out the army's true intention behind Yulie's abduction. With the help of another Drifter, Raquel, these four idealistic teenagers travel the war-torn land of Filgaia in search of truth, their own identities and their individual paths to adulthood.



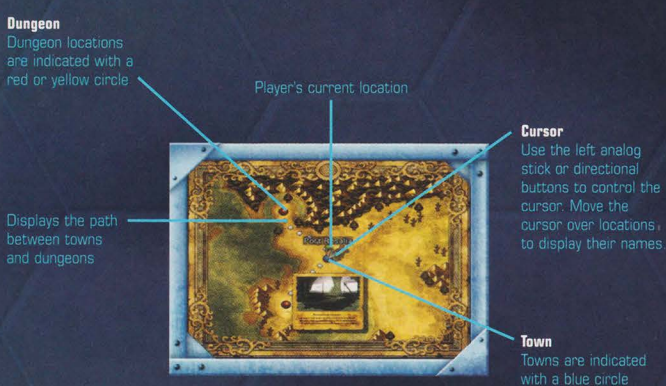
ACTIVE FIELD

Towns and dungeons are viewed in the Active Field where a character can move around using various actions (see page 9). The viewpoint is fixed throughout each area and cannot be changed.



FILGAIA MAP

The Filgaia Map is displayed when a character travels to distant towns and dungeons. Move the cursor to a location by pressing the left analog stick or directional buttons, then confirm by pressing the ⊗ button, and the screen will switch to the Active Field.



JUDE MAVERICK: AGE 15

An active, energetic boy living in a village spared by the war. When he activates the ARM by accident, he discovers that he is a "Gene Driver" –an individual with the ability to exert tremendous power.





YULIE ALTREIDE: AGE 15

Helped by Jude to escape her captors, Yulie feels guilty that she has gotten him involved. Despite her predicament, she is upbeat and prefers to avoid conflict.

ARNAUD G. VASQUEZ: AGE 18

A smooth talker who plays the odds and percentages as a way of avoiding hard work or responsibility. His personal philosophy, deemed the "art of living well," goes through some abrupt changes and he joins the battle with Jude.





RAQUEL APPLEGATE: AGE 19

A Drifter who is an accomplished swordfighter and artist. She travels the war-torn land of Filgaia in search of any remaining beauty. Her blunt manner of speaking conceals a caring and protective nature.

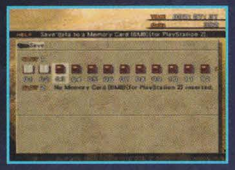


BREAK POINT

Investigate Break Points from the Active Field to save the game. Approaching a Break Point will bring up options such as "Save," "Modify ARM," and "Meeting". Choose a selection to display sub-menus for each selected command. Some commands may not always be displayed or selectable, depending on your game progress and current situation.

FILGAIA MAP

Press the ○ button from the Filgaia Map to display the "Save" and "View Badge" options. Select "Save" to bring up the save screen.



SAVE

Choose a file to save data to with the left analog stick or directional buttons and confirm. If save data already exists, an "Overwrite saved data?" message will appear.

ARM MODIFICATION

ARM upgrades become available at Break Points after meeting certain conditions and acquiring the items needed for upgrades. See page 17 for how to upgrade.

MEETING

Meetings can be held between Jude and each character, or among all party members. Depending on the game progress, dialogues will vary.



BASIC ACTIONS



TALK/EXAMINE

Press the ✕ button while facing a character to talk, or when in front of an object to examine.



KNEEL

Press the ○ button while standing still to kneel.



JUMP

Press the △ button once to jump. Press the △ button while moving with the left analog stick or directional buttons to jump in the direction the character is moving.



DOUBLE JUMP

After jumping, press the △ button again while in mid-air to jump even higher.

ACTIONS USING A TOOL

Tools will appear when a character approaches a Photosphere inside certain towns and dungeons. Press the ✕ button to grab a tool. Tools, varying in types, are items that are necessary to clear dungeon traps and obstacles. If a tool breaks or disappears, move until the Active Field area switches, then go back to where the tool was found and it will reappear.





STOMP
After jumping, press the ● button while in mid-air to stomp.



SLIDING
When moving, press the ● button while using the left analog stick or directional buttons to slide.



CLIMBING UP/DOWN A LADDER
Press the ✕ button while facing a ladder to climb onto it. Then use the left analog stick or directional buttons to make the character climb up or down the ladder.



JUMPING BACKWARDS
Press the ▲ button while holding onto a ladder to jump backwards. This can be a useful way to move your character to a desired area if there is another ladder or object to grab onto in the direction of the jump.



SWORD
A sword can be used to break a wooden chest or to strike an object. If used continuously to strike an unbreakable object, the sword will break.



WONDER STAFF
When a lit staff is swung around, it can throw small fire balls. It can also be used to strike an object, just like a sword.



BOMB
A bomb can be used to blow up large obstacles. Press the ● button while holding a bomb to light the fuse. The bomb will explode in a few seconds.

ACTION TRIGGERS



L1 BUTTON — LOCK ON
When the L1 button is pressed, "?" or "!" appear over important objects, and Jude's impressions are displayed at the bottom of the screen. Use the L1 button around suspicious objects or rare objects to get clues on how to advance in the game.

R2 BUTTON — ENCOUNTER BREAK
Use this button to turn ON or OFF Encounter Breaks. While an Encounter Break is on, a character can move without random monster encounters in the Active Field. However, to enable an Encounter Break, "Break Points" in the Active Field need to be activated. Once the Break Point is activated, it will turn white and the character will be able to switch the "ENC" indicator in the upper left of the screen to the "OFF" position to avoid random enemy encounters.



HOW TO ACTIVATE BREAK POINTS
Break Points have to be activated before they can enable an Encounter Break. In order to activate a Break Point, certain conditions, which vary for each Break Point, must be met.

R1 BUTTON — ACCELERATOR
Pressing the R1 button while the ACG gauge (see page 5) is filled will enable the character to move with super speed until the gauge drops to zero. The gauge is displayed on the upper right of the Active Field screen. Use this "Accelerator" to advance through areas that cannot be navigated otherwise. There are hidden items that only appear in Accelerator mode. When entering a new location, use Accelerator mode to search the surroundings. Pressing the R1 button again cancels Accelerator mode.



AVAILABLE ITEMS



Gella: One unit equals 10 gellas.



Gella bag: One bag equals 100 gellas.



Hourglass: Completely refills the ACG gauge.

L2 BUTTON — DETECTOR
Commonly used throughout the Wild ARMs series, "Detector" can be utilized by pressing the L2 button to search for hidden items. It becomes a very useful feature towards the end of the game.

MENU SCREEN AND COMMANDS

Press the ◉ button in the Active Field and Filgaia Map to open the menu.



COMMANDS

SKILLS

Turn a character's acquired Personal Skills on or off.

Switching On/Off



Select "Skills", then choose the character you want to adjust



Move the cursor with the left analog stick or directional buttons, then select a skill to modify



Select "On" or "Off" with the left analog stick or directional buttons, then confirm. A check mark will appear next to the selected option.

ITEMS

Use



Select "Items" and confirm



Select an item category with the L1 and R1 buttons, and use the directional buttons or the left analog stick to select an item to use.



Select a character to use the item and confirm

Rearrange

Switch an item's position in the inventory. Select an item, move the cursor to a desired location and confirm. Please note that items cannot be moved to a page in a different category.

Sort

Automatically sort items in the inventory.

Item Categories

Items are displayed in the following 6 categories on the item list screen.

Field Items: Items that can be used in the Active Field and the Filgaia Map.

Battle Items: Items that can be used during battle.

Weapons: All the weapons that the party members possess.

Armor: All the armor that the party members possess.

Badges: All the badges that party members possess.

Books: Books with useful strategy information.

EQUIP

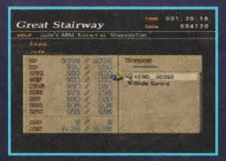
Change each character's equipment.



Select and confirm "Equip," and choose a character to modify



Select an item and confirm. A character's current status will appear on the left of the screen.



Select and confirm a new item to equip. An increase of a particular attribute will be indicated with a red arrow, and a decrease in a particular attribute will be indicated with a blue arrow.

STATUS

View a character's abilities and status.



HP A character's HP (Hit Points).

MP A character's MP (Magic Points).

EXP A character's current experience points.

NXT EXP required for the next level.

CLV Current class level.

LV Current level.

Attack (ATK): The amount of physical damage a character inflicts.

Defense (DEF): A character's defense against physical attacks.

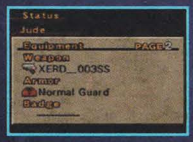
Magic (MAG): The attack power of a character's magic.

Resistance (RES): A character's resistance to magic attacks.

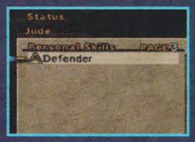
Accuracy (HIT): Ability to successfully inflict physical attacks.

Evasion (EVA): Ability to dodge enemy physical attacks.

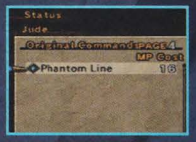
Reaction (RFX): A character's reaction time, affecting the amount of time before their next turn on the battlefield.



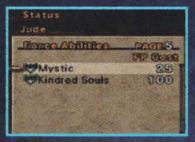
Equipment
View currently equipped weapons, armor and badges.



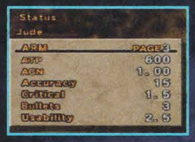
Personal Skills
Lists the Personal Skills that a character has mastered.



Original Commands
Lists the Original Commands that a character has mastered.



Force Abilities
Lists the Force Abilities that a character has mastered.



ARM (Jude only)

ATP Attack strength of "Shoot."

ACN Attack frequency. The higher the number, the quicker and more frequent the attack.

Accuracy The accuracy of the ARM.

Critical Critical attack power. The higher the number, the greater the damage inflicted with a Critical attack.

Bullets Maximum number of bullets the ARM holds before having to reload.

Usability Increase the reaction rate of the "Shoot" command and the liklihood of an auto-reload

SYSTEM

Load: Load previously saved game on a memory card (8MB) (for PlayStation®2).

Tutorial: View previously displayed tutorials.

Key Config: Change controller button settings. Select "Custom" to set up your preferred button configuration. To save the new setting, select "Save Changes."

Cursor Memory: Set up your cursor display preference. Select "Revert" and the cursor returns automatically to a default position each time the menu screen is displayed. Selecting "Remember" moves the cursor to the command used during the last turn.

Voices: Select the frequency in which characters will use their voices. Select "Custom" and use the left analog stick or directional buttons to adjust the setting.

Movie Subtitles: Turn movie subtitles "On" or "Off."

Battle Messages: Set the battle message display speed. Select "Custom" and use the left analog stick or directional buttons to adjust the setting.

Battle Camera: Turn the battle camera movement "On" or "Off."

Camera Movement: Select a "Normal" or "Simple" type of battle camera movement.

Battle Movies: Turn battle movies "On" or "Off."

Accelerator: Select how the Accelerator button is used. Select "Switch" to switch the mode on or off by pressing a button. The "Hold" option will enable Accelerator mode only while the player continues to hold down the button, and releasing the button will cancel Accelerator mode.

Sound: Select a preferred sound output. Select "Custom" to switch between stereo and mono.

This game is presented in "Dolby Pro Logic."

DOLBY PRO LOGIC II
Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

Connect the "Playstation 2" console's analog audio output or the DIGITAL OUT (OPTICAL) from the AV MULTI OUT terminal to the "Dolby Pro Logic" or "Dolby Pro Logic' built-in decoder amplifier and turn on the "Dolby Pro Logic" or "Dolby Pro Logic" built-in decoder amplifier to enjoy the game in surround sound.

"Dolby Pro Logic" is compatible with monaural and stereo sound as well, so you can enjoy the game without a Pro Logic system.

HOW TO SWITCH TO DOLBY PRO LOGIC:

After turning on Wild ARMs 4, change the "Sound" to "Custom" located in the System menu. Select the setting to "Dolby Pro Logic" to enjoy the game in surround sound.

Volume: Select preferred volume levels for BGM (background music), Sound FX (sound effects), and Voices (voice-overs). Select "Custom" to adjust each setting.

Vibration: Turn the vibration function "On" or "Off."

Screen Position: Adjust the screen display position on your monitor. To change the setting, select "Custom" and use the left analog stick or directional buttons to adjust the screen position. Press the ⊗ button to save the setting.

ORDER

Change the order in which party members are displayed.



Select a character to move, and confirm



Select another character that you wish to switch positions with



Press confirm, and the characters will switch places

GC GRAPH

How to customize a character's abilities by using GC Points.



Customize

HP/MP Level

Use the directional buttons or the left analog stick to change the HP and MP ratio. Maximum amount of HP and MP will automatically increase depending on remaining GC Points.

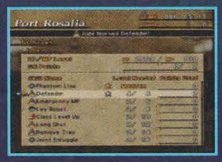
GC Points

Points can be distributed towards a desired skill. 1 GC Point is awarded each time a character levels up.

How to use GC Points



Select a Personal Skill or Original Command (with no stars) to master



Distribute a desired amount of GC Points with the directional buttons or the left analog stick. The skill being acquired using GC Points is indicated with a silver star as pending towards master level.

Rename

You can rename Original Skills.



USE OF FACILITIES

SHOPS & MERCHANTS

Shops and merchants in towns buy and sell useful items for the journey. Actively talk to people to obtain helpful information.



SELLING AND BUYING

Select and confirm "Buy" to buy items, or "Sell" to sell items in your inventory. Items that cannot be bought because of insufficient gella are indicated in gray. Use the left analog stick or directional buttons to increase/decrease the number of items.



FOR ITEMS

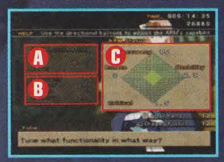
After selecting an item, enter the number of units to buy or sell, and confirm.



FOR WEAPONS, ARMOR AND BADGES

When an item is selected, the screen shows how a character's parameters will change if that item is equipped. Choose "Yes" to buy, and "No" to cancel.

ARM MODIFICATION



Use Alter Parts and Dragon Fossils at Break Points (see page 8) to upgrade an ARM and increase its attributes.

A [Power-Up Performance]

Strengthen each attribute by using Alter Parts. There are 10 upgrade levels.

ATP	Shot strength increases.
ACN	Increase the number of hits.
Reset	Resets the upgrade level to zero. Used Alter Parts are restored and can be reallocated.

B [Expand Performance]

Enhance attributes by using Dragon Fossils. Enhancement is possible as many times as the number of Dragon Fossils in your inventory. Unlike strengthening, enhanced attributes cannot be reset.

Accuracy	Increase ARM's accuracy.
Critical	Increase critical hit damage.
Bullets	Increase the maximum number of bullets.
Usability	Increase the reaction rate and likelihood of auto-reload.

C [Tune Performance]

Adjust attributes graph balance.

Accuracy (Critical)

Adjust focus between the Accuracy and Critical features. As the attack accuracy gets higher, the chance of missing an attack decreases, but the chance of scoring a critical hit goes down as well. On the other hand, if Critical is set higher, there's a greater chance of missing a standard attack.

Bullets (Usability)

Adjust focus between the Bullets and the Usability features. More shots can be fired without reloading when the ARM is capable of holding more bullets, but the shot reaction and auto-reload frequency decrease. If Usability is increased, the number of shots available before reloading decreases, but the shot reaction and auto-reload frequency go up.

BATTLE FLOW



Encounter
When you encounter an enemy in the Active Field, the screen will switch to the Battle Screen.

(!) If the Encounter Break (see page 11) "ENC" is set on OFF, you will not encounter any enemies.



Input your command when it is your character's turn: The command you input will proceed immediately.

Battle

Escape



End battle:
You win by eliminating the enemy or if the enemy retreats. You will receive EXP, gella, and items depending on the enemy you have defeated. You will be defeated if your whole party has "Fallen" or become "Stone."

You can escape from battles by losing some of your gella (see page 22)

Lose

Win

Back to Active Field

GAME OVER

Game Over Screen
You are able to restart from the beginning of the battle. To continue, select "Continue." If you do not wish to continue, select "Return to Title Screen." If you select "Return to Title Screen" all the game data following the previous save will be lost.

GAME SCREEN



Name of enemy character

HP of enemy character

Characters HP and MP

Global Force Gauge
Quickly identify how many Force Points you have in order to use Force Abilities

HEX
Boxes on the battle field which indicate the position of the characters

Action Order
The order of action (input command)

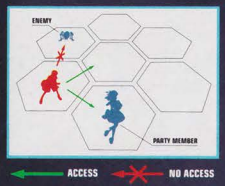
WHAT IS THE HEX BATTLE SYSTEM? (Hyper Evolve X-fire sequence)

Seven hexagons (HEX) on the battle field:
The battle field is divided into seven HEXes. All the characters (enemies and party) will move among these HEXes during battle.





When a battle begins, party members and enemies will be placed in the seven HEXes randomly. This means that every time a battle begins, the placement will be different. The placement has no relation to the character formations.



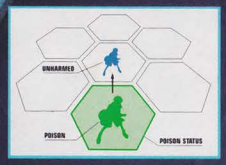
THE BASIC HEX RULES AND BATTLE STRATEGY

Multiple enemies can be in the same HEX and multiple player characters can also be in the same HEX. However, enemy characters and player characters cannot simultaneously be in the same HEX. Keep in mind the position of the enemy characters on the seven HEXes.



THE HEX IS THE TARGET OF ALL ACTIONS

Commands such as "Attack" will be selected from the seven HEXes. For example, if you attack a HEX with two enemies, you will damage both enemies. For healing magic, if more than one wounded character is in a HEX then you will be able to heal multiple members at once. Use these characteristics wisely and efficiently in battle.



STATUS CHANGE APPLIES ON THE HEX AS WELL

Status changes such as defensive power up or special attacks with poison affect the HEX itself. For example, if the character is hit by a special attack with poison, as long as you stay in the same HEX the character's HP will go down. However, if the character is moved to another HEX, the character will not be affected by the poison status. Most status effects will disappear after a certain period of time and the HEX will return to normal.



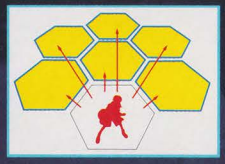
RANGES VARY DEPENDING ON THE ATTACK

The range of attack will differ by the action you select such as attack or Original attacks. In most cases "attack" will only attack the adjacent HEX. Some characters can attack multiple HEXes with their Original attacks. Use the characteristics of each action and select the commands that are most effective.

(ex.1) Attack



(ex.2) Blast



(ex.3) Phantom Line





OBSTACLES IN THE HEX

In some cases there will be objects other than characters in the HEX. You will need to destroy the obstacles in order to move to that HEX.



TREASURE BOXES MAY APPEAR AFTER THE BATTLE

Enemies will occasionally drop treasure chests after being defeated in battle. A treasure chest may randomly appear in one of the seven HEXes, and you will obtain it only if one of your party members is occupying that particular HEX.



HEX LEY POINT WITH ELEMENTS

Other than the normal HEX with white outlines, there are "Ley Points" (HEX outlined with color from the beginning). There are four types of Ley Points and three will be randomly placed where none will be adjacent to each other. In the Ley Points the characters will have its elemental attributes added to some of their skills.



ORIGINAL ATTACKS OR FORCE ATTACKS CHANGE BY LEY POINT

Normal

Arnaud's original attack "Blast" (see page 24), or Yulie's Force "Material" will have different effects depending on the Ley Point they are in. For example, using "Blast" in the normal HEX will be a non-elemental magic attack, but in the fire Ley Point, the spell will have a fire-elemental magic attack.



Ley Point

Ley Point type and elemental effects.

Fire (Red): Will incur only half of a fire-elemental attack damage. Conversely, water-elemental attack damage will be doubled.

Water (Blue): Will incur only half of a water-elemental attack damage. Conversely, fire-elemental attack damage will be doubled.

Wind (Green): Will incur only half of a wind-elemental attack damage. Conversely, earth-elemental attack damage will be doubled.

Earth (Yellow): Will incur only half of an earth-elemental attack damage. Conversely, wind-elemental attack damage will be doubled.

SEVEN TYPES OF BATTLE COMMANDS

MOVE

You are able to move the characters.



Move to the adjacent HEX

Select "Move" and select an adjacent HEX to move to. You will not be able to move to the HEX if there are enemies or obstacles in that HEX.



Escape from battle

When escaping from a battle, select the outer ring area of the HEX. If one member of the party escapes, the battle is over. As a penalty for escaping, you will lose some gella.



Guard

Select "Move" then select the HEX you are currently in to remain in the guard position until the next action turn. During guard, the damage of any direct attack will be decreased.

Reload

There is a limit on the number of shots that Jude's ARM can hold. When the chamber is empty you will not be able to "Shoot" and will only be able to "Attack" with his sword. Jude must "Guard" ("move" to his current HEX) to reload his ARM in order to be able to "Shoot" again.

ATTACK (SHOOT)

The characters will use the weapon they have and attack the enemy.



Select "Attack" or "Shoot"



Select the HEX you wish to attack



The action will take place and all enemies in the chosen HEX will be attacked

ANALYZE

Analyze the enemy character attributes.



Select "Analyze" and select the enemy you wish to analyze. The selected enemy's attributes will be listed on the bottom of the screen.

ITEMS

Use Items.



Select "Items" and choose the item you wish to use from the item list



Select a target HEX in which to use the item



Most items can only be used on that character's current HEX or an adjacent HEX

SYSTEM

Game play system configuration.



You can change the game play settings during battles as well (see page 15).



ORIGINAL

Use the special ability of each character in battle.



Jude: Phantom Line
Boost up the effect of the shot and attack 2 HEXes in a straight line.



Yulie: Heal
Heal HP using Magic Points.



Arnaud: Blast
Using "Blast" in the normal HEX will be a non-elemental magic attack. It will have a magic attribute when used on a Ley Point.



Raquel: Evil Blossom
Attack the adjacent HEXes around yours.

FORCE

Use the Force gauge for special abilities.

Global Force Gauge
To use Force Abilities, it is necessary to have the required Force Points (FP). The FP will collect on the Global Force Gauge on the right hand of the battle screen. The FP will start at 0 at the beginning of a battle. FP will slowly accumulate as the party members perform actions or are attacked by the enemy. The blue bar on the left represents your current FP stock, starting with 0 at the bottom and going all the way up to 100 FP when the gauge is full. During the battle, the maximum FP you can acquire is 100 FP, and any unused FP will not carry over to the next battle.





Jude: Mystic (uses 25 FP)
Expands the effects of various consumption items to all HEXes.



Yulie: Material (uses 25 FP)
Summon different guardian beasts with effects corresponding to the HEX attribute. Recover all party members' HP when used in a non-attribute HEX, and strike enemies when used in a fire, water, wind, or earth Ley Point.



Arnaud: Jump (uses 25 FP)
Arnaud and any other party members in the same HEX will move instantaneously to an empty HEX or a HEX that is occupied by another party member.



Raquel: Intrude (uses 25 FP)
After using Intrude, Raquel will have two consecutive action turns.



COMBINATION ARTS

There are two types of Force Abilities that can be used. One is used by a single character, and the second is called "Combination Arts" which is an action requiring teamwork between party members in the same HEX. Single character actions consume 25 FP (one red bar) but Combination Arts will consume more FP with greater effects. Combination Arts can be mastered by meeting certain requirements in battle. Here are examples of skills you can master.



TWO PERSON ATTACK
Jude & Arnaud: Blade Diver (uses 50 FP)
Arnaud puts his magic power to Jude's sword-form ARM and Jude spins and dives into the enemy. This is a useful attack as you are able to target it on any HEX regardless of your position.



TWO PERSON HEAL
Yulie & Raquel: Mind Recovery (uses 50 FP)
Combination Arts are not only for attacks. Yulie and Raquel can put their magic together to generate a spell that helps to recover party members' MP.



Detonation: Detonation mode is indicated when the character is emitting red sparks at the beginning of the battle. While in Detonation, the attack and defense attributes will increase temporarily and the probability of the skills that randomly activate will increase dramatically, bringing a distinct advantage in battle. Detonation will last until the battle ends.



Original and special attack status change.
There are three types of status changes in original and special attacks.
1) Plus effect: Temporarily increase attributes.
2) Minus effect: Temporarily decrease attributes.
3) Abnormal status: Specific HEX or character is not in a normal state.

Depending on the situation, when minus or abnormal effects continue for an extended period of time, your party could get into a difficult situation so it's usually best to recover them quickly.



Plus Effect
HEX has a physical attack shield and/or an anti-magic shield



Minus Effect
HEX has been weakened for attributes like defense, resistance, and/or accuracy



Abnormal Status
HEX has poison/amnesia effect

STATUS ABNORMALITIES AND RECOVERY METHODS

Since the HEX itself has the negative effect, moving to another HEX will negate any effects. The effect will also wear off after a certain period of time.

POISON (Heal items: Antidote, etc.)
Characters will lose HP with each turn when in a poison-affected HEX.

AMNESIA (Heal items: Toy Hammer, etc.)
When ending a battle in an amnesia-affected HEX, the character will not receive experience for that battle. Also, if an enemy is in the amnesia-affected HEX the enemy's reflex will go down.

DISEASE (Heal items: Medicine, etc.)
In a disease-affected HEX, the character cannot heal his/her HP with items, Original, Force, heal badges or any other methods.

MISERY (Heal items: Peppy Acorn, etc.)
In a misery-affected HEX, the character cannot use any Original or Force Abilities. Also the Force gauge increase amount will be 1. For enemies, the probability of the enemy doing nothing during its turn will increase.

CHARACTER STATUS

Status abnormalities which affect the characters. These symptoms will continue even when the character changes its HEX so cure them quickly.

SLEEP (Heal items: Breath Mint, etc.)
Character falls into a deep sleep and will not be able to take action. While sleeping, the character's reflex and healing will become 0 and they will be unable to avoid any attacks. The character will recover once they are hit, cured with a special item, or automatically after a certain period of time.

CONFUSION (Heal items: Pinwheel, etc.)
Character falls into a confused state and they may not perform the commands the player inputs. They may also attack his/her own party members. The character will recover once they are hit or can be cured with a special item.

STONE (Heal Items: Pygmalion, etc.)
Immediately after the character has been hit with a stone attribute attack, the character's evasion will become 0. After the character's turn has finished, they will no longer be able to use Original or Force Abilities. After the 2nd turn has finished, the character will become a stone and will not be able to perform any actions. When attacked in a stone status, no matter what the damage is, the character will be defeated and become fallen.

FALLEN (Heal items: Revive Fruit, etc.)
HP becomes 0 and the character cannot perform any actions. Fallen characters will not be able to move from the HEX, but the enemy still cannot occupy or move through that particular HEX. If all party members become fallen, the game is over.

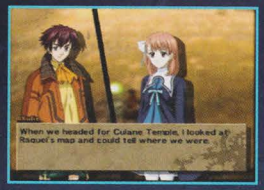
A few tips for the game.

GELLA CHAIN CHALLENGE



Try to acquire all the gella within one Accelerator time-frame. The gella you acquire consecutively will increase the longer you keep your chain. Such as: first: 10 gella; second: 20 gella; third: 30 gella, and so on.

HAVE A MEETING WHEN YOU'RE STUCK



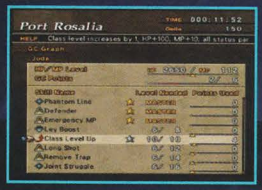
When you don't know where to go next, have a meeting at a Break Point (see page 8). After discussing what has happened, someone might suggest a location to head to.

PUT YOUR SKILL TO THE TEST AT THE BATTLE ARENA



In one of the towns in Filgaia, there is an arena where challengers can fight monsters for sport. In the arena there are various conditions or handicaps such as "all HEX poison." However, if you win the battle, there are rumors that you can acquire special items which you cannot get anywhere else. Give it a try if you think you're up to the challenge.

CREATE A SKILLFUL CHARACTER USING GC POINTS AND BADGES



Use the GC Points (see page 16) to learn particularly useful skills before you learn them during a regular level up, such as "Revive" which recovers your party member when they have "Fallen." Also, by equipping badges, the characters will add various special attributes. Use the GC Points and badges wisely and create your own skillful character. In addition, when going against an enemy that you cannot beat at your level, you can temporary increase your HP as one of the options.
Try various strategies and you may be able to find your path to victory. Don't give up.

COLLECT EX. FILES



Ex. File is an extra element to enjoy playing the game thoroughly. When a specific condition is cleared, new privileges will become unlocked from the Ex. File. By clearing the specific conditions in the game you are able to select the amenities in the Ex. File. There are nine conditions total and there will be a star mark next to the condition that has been cleared. Each Ex. File amenity corresponds to three kinds of conditions respectively. By completing all the conditions, you will be able to execute that Ex. File amenity. Don't give up and keep trying until you see all the Ex. File amenities.



Insert a memory card (8MB) (for PlayStation®2) with the save data in MEMORY CARD slot 1 or MEMORY CARD slot 2 and open the Save Data Management Screen and select "Ex. File."



The message "Load this data?" will appear. Select "Yes" and the Ex. File screen will appear.

ITEM LIST

Introduction of some items that appear in the game.

Item	Type	Effect
Alter Parts	Field	ARM Modification: An essential element for strengthening ARMs.
Dragon Fossil	Field	ARM Modification: An essential element for expanding the ARM's capabilities.
Duplicator	Field	Unlocks magically sealed doors and treasure chests.
Heal Berry	Battle	Restores 1000 HP to party members in same or adjacent HEX.
Potion Berry	Battle	Restores 2000 HP to party members in same or adjacent HEX.
Mega Berry	Battle	Restores 3000 HP to party members in same or adjacent HEX.
Revive Fruit	Battle	Revives "Fallen" party members in same or adjacent HEX.
Lucky Card	Battle	Increases the EXP BONUS RATE by 1.0 to party members in same or adjacent HEX.
Gella Card	Battle	Doubles gella earned from an enemy after battle.
Normal Feather	Weapon	Arnaud's initial weapon. ATP 400 / ACN 1.00 / HIT +/-0.
Basic Circle	Weapon	Yulie's initial weapon. ATP 540 / ACN 1.00 / HIT +5.
Long Sword	Weapon	Raquel's initial weapon. ATP 550 / ACN 1.00 / HIT +5.
Normal Guard	Armor	Jude's initial armor. DFP 360 / MGR 120 / EVA +/-0.
Mesh Garb	Armor	Arnaud's initial armor. DFP 150 / MGR 335 / EVA +10.
Breeze Ring	Armor	Yulie's initial armor. DFP 210 / MGR 350 / EVA +5.
First Wall	Armor	Raquel's initial armor. DFP 315 / MGR 230 / EVA +/-0.
Bronze Moon	Armor	Increases MAX MP by 10.

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Vocalist	Franki Love
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- Maps help you navigate every area as you explore the inspiring coming-of-age storyline
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- Tips for using the new action elements like crouching, sliding, double-jumping, and stomping
- Learn to equip items in order to solve puzzles
- Excel within the innovative new HEX battle system

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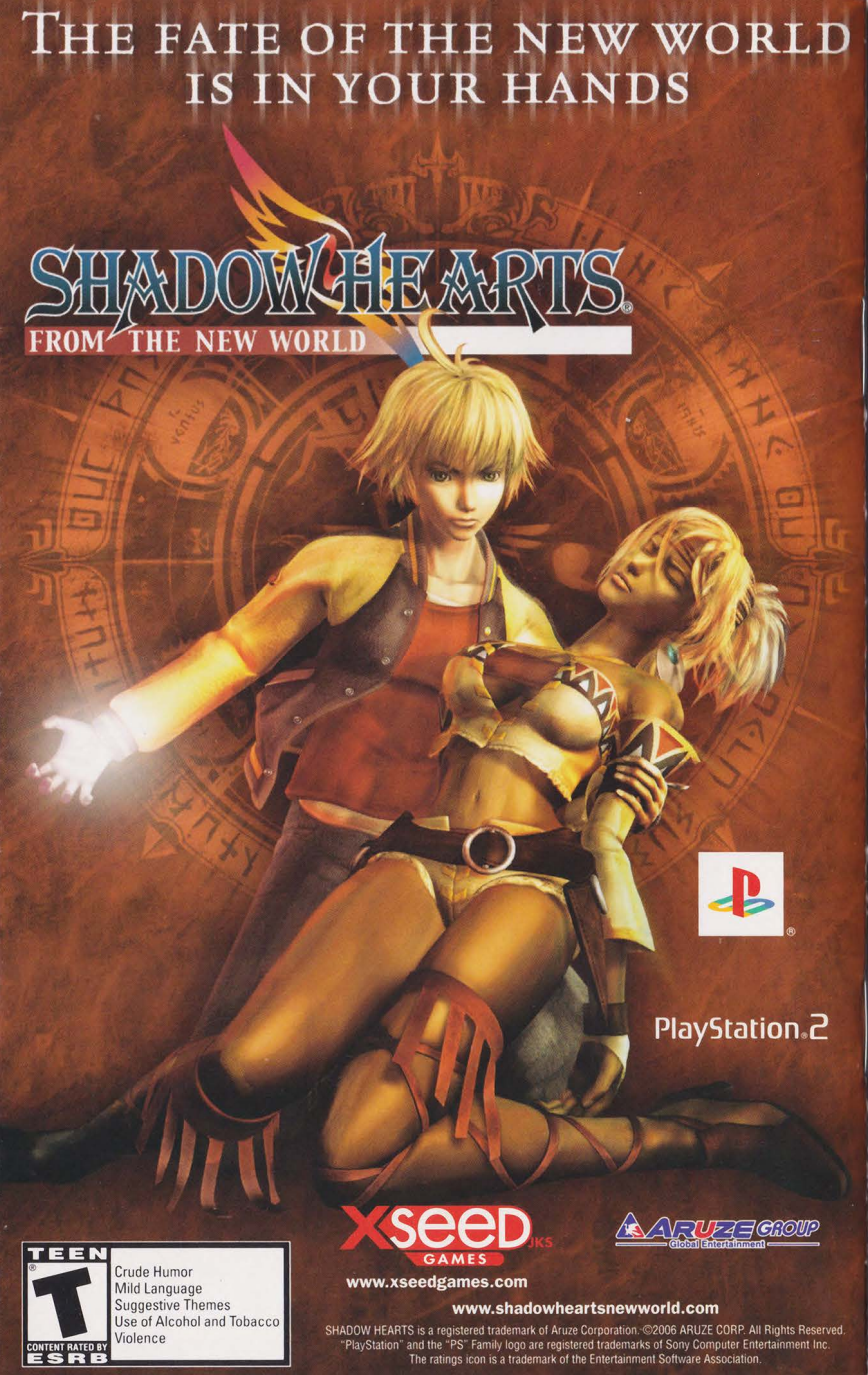
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